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ABSTRACT

Black hole flight simulator software, which simulates interactively the visual experience of flying around, inside, or through a black hole. A black hole flight simulator includes: a memory for storing information for generating a relativistically correct scene depicting a visual experience selected from the group consisting of: a view of a black hole as it is being approached; a view from the inside of a black hole; a view as a black hole is being entered; a view as a black hole is being exited; and a view from a wormhole or white hole or other piece of spacetime that may be attached to a black hole; a processor communicating with the memory for generating electronic signals representing the scene; and a display communicating with the processor for displaying the scene. There is also an input device for changing the simulated position, for changing the field of view of the scene, and for changing the direction of view.